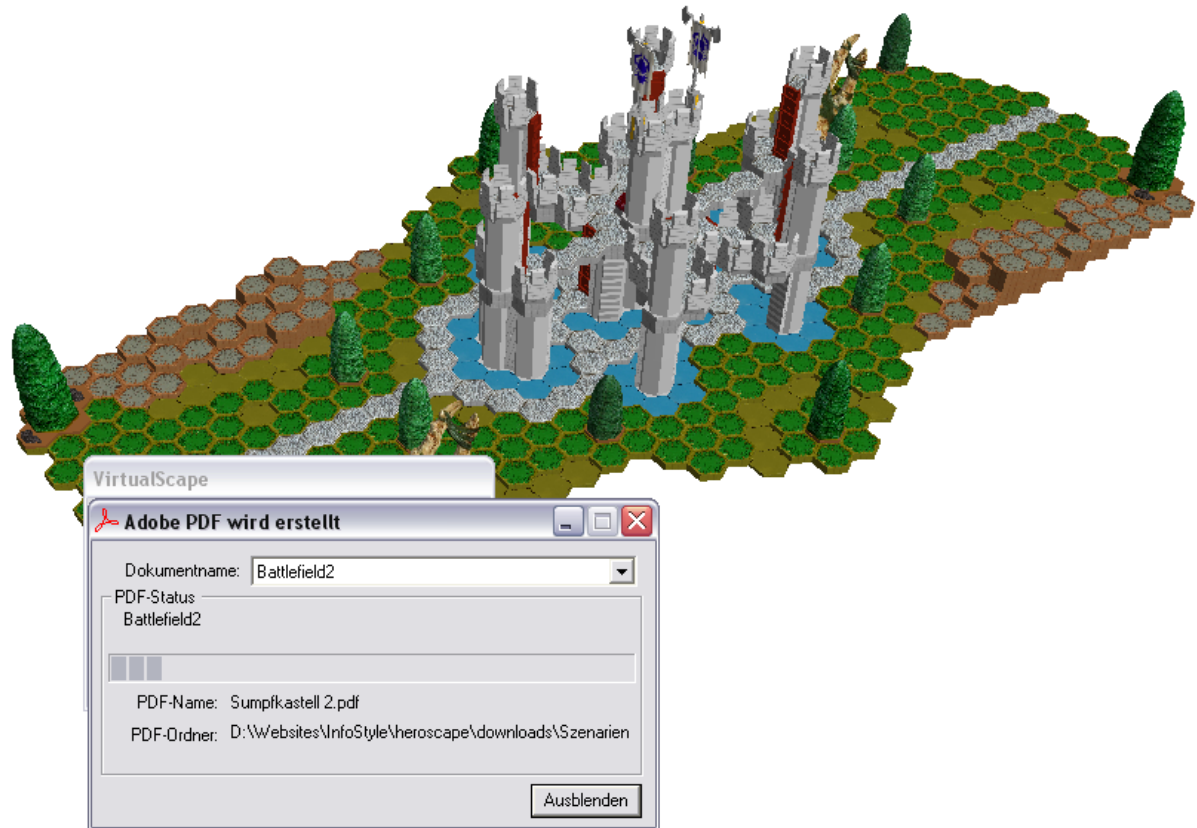
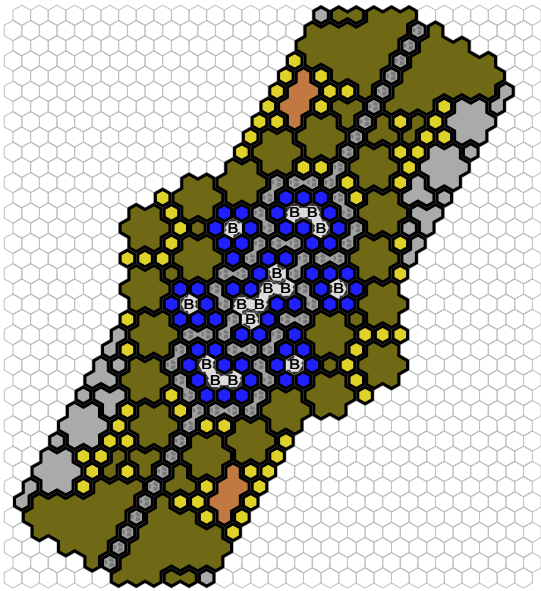


# Sumpfkastell 2

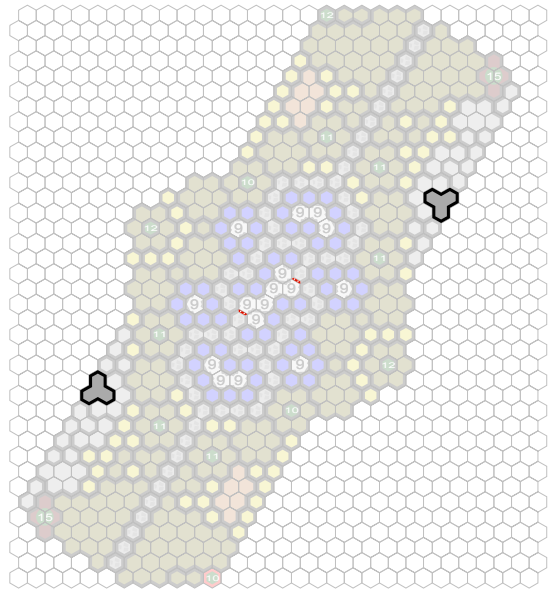


Author : JS

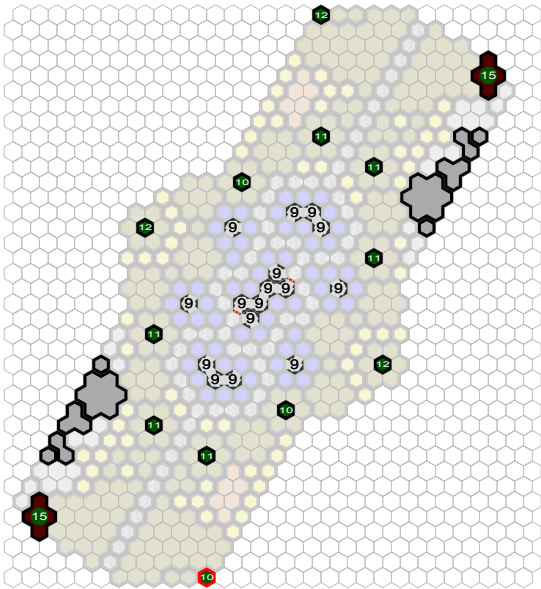
Level : 1



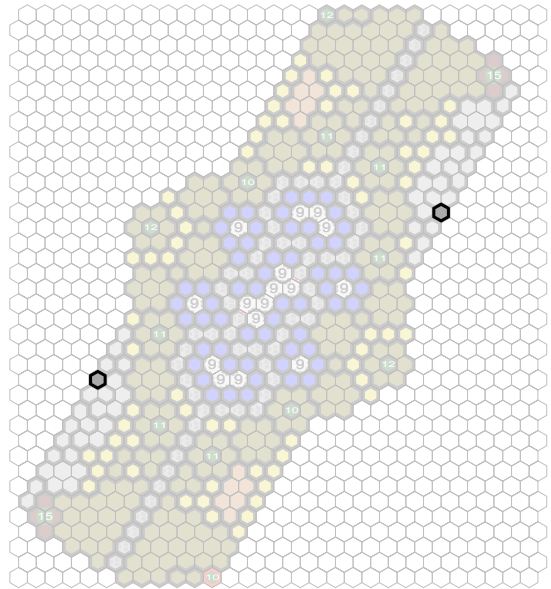
Level : 4



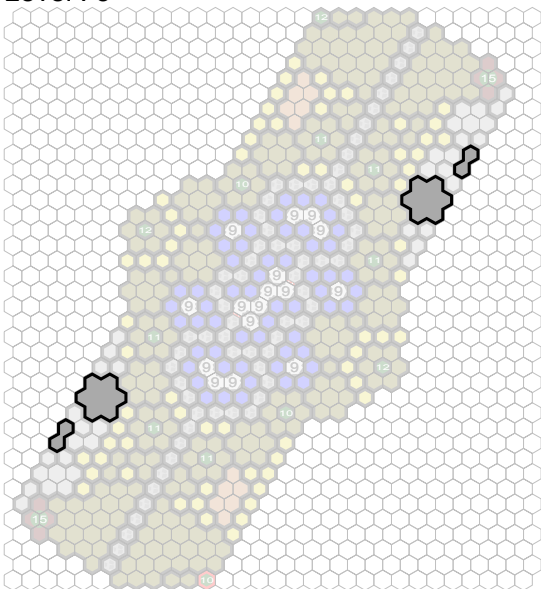
Level : 2



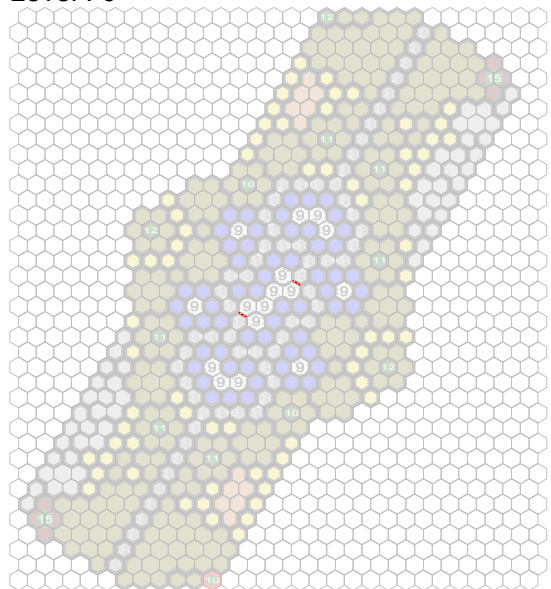
Level : 5



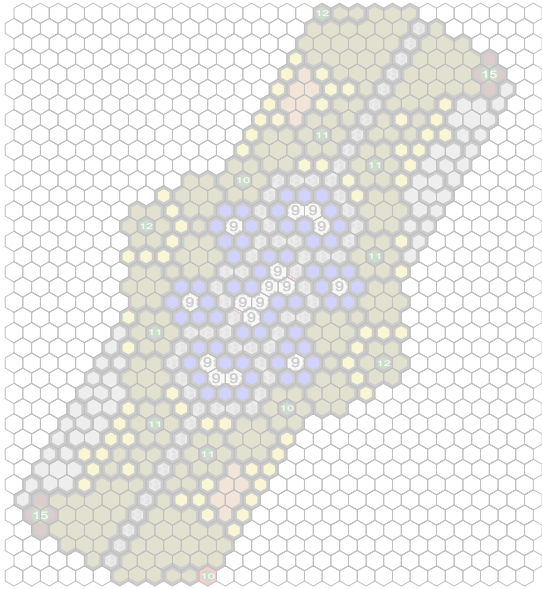
Level : 3



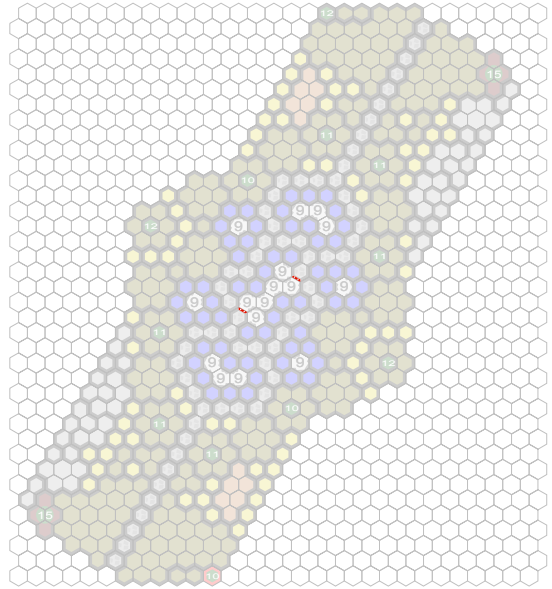
Level : 6



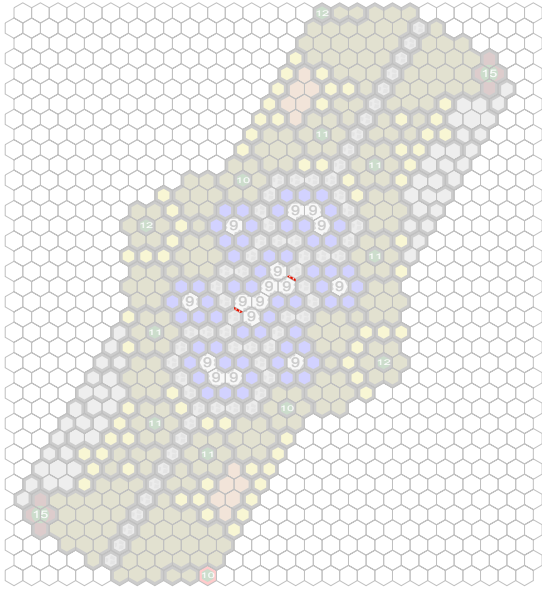
Level : 7



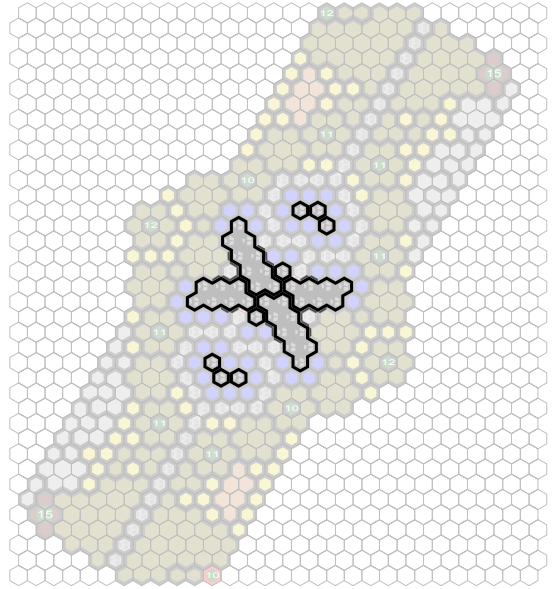
Level : 10



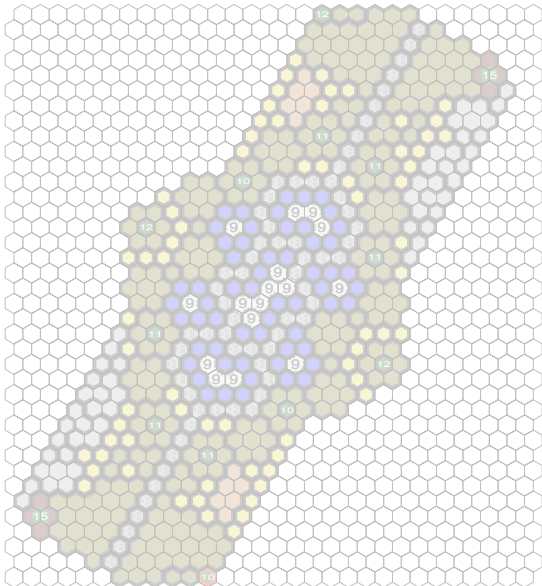
Level : 8



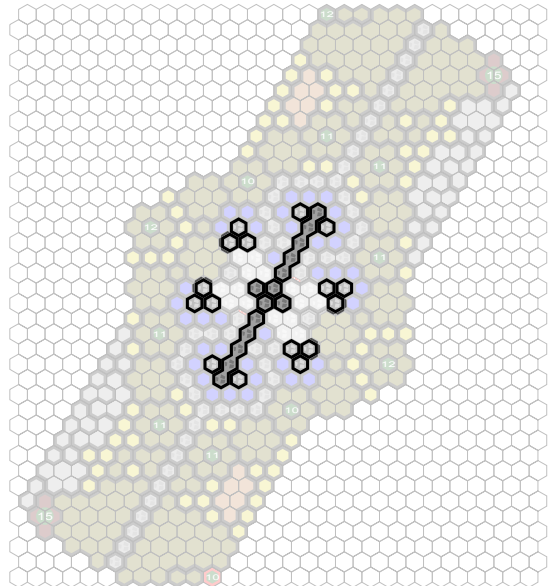
Level : 11



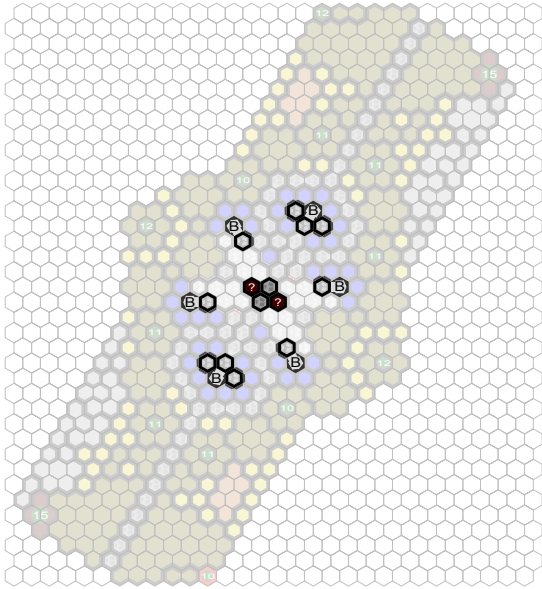
Level : 9



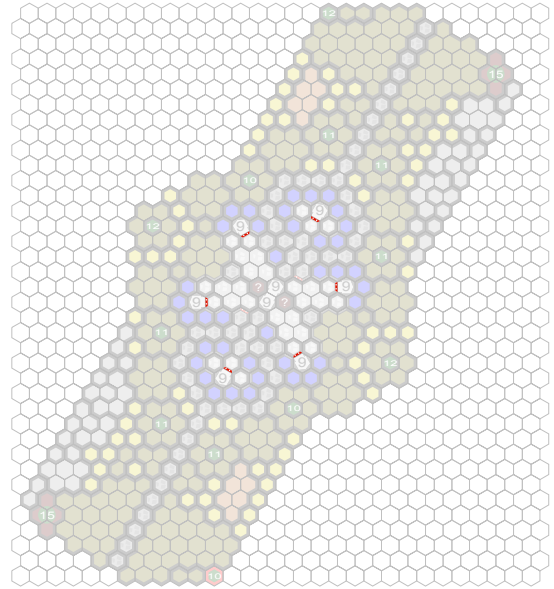
Level : 12



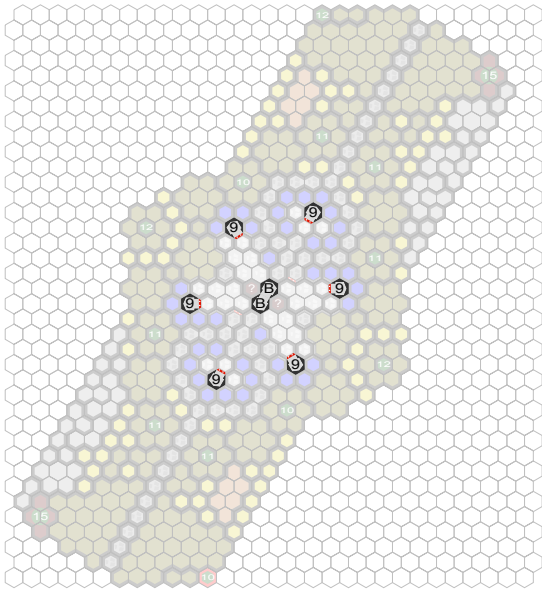
Level : 13



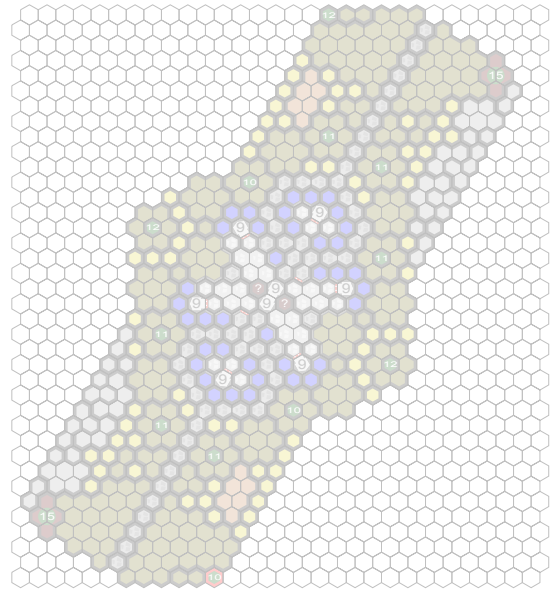
Level : 16



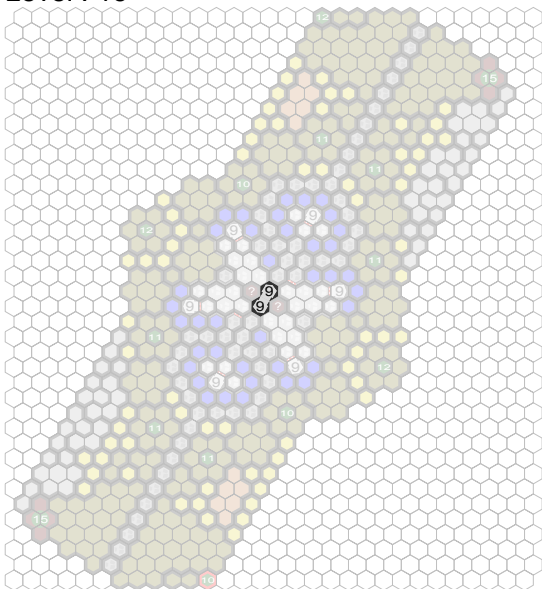
Level : 14



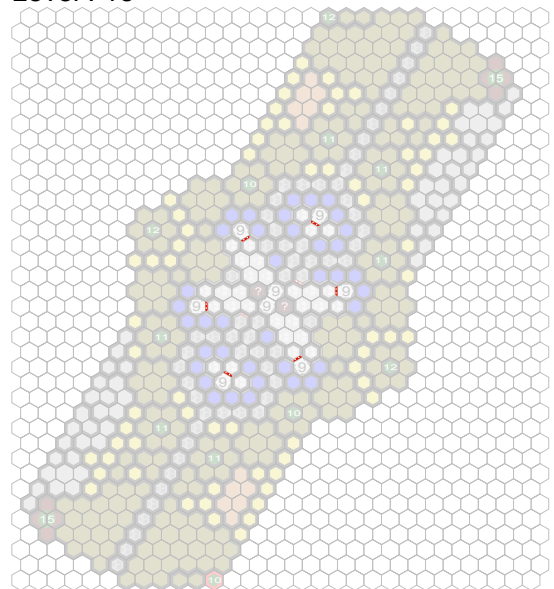
Level : 17



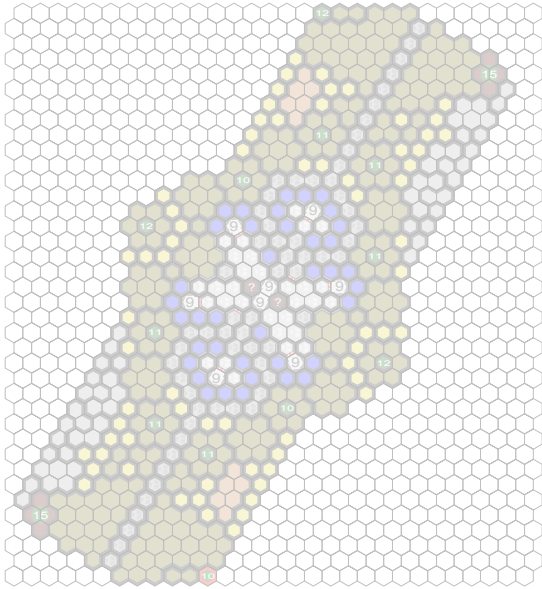
Level : 15



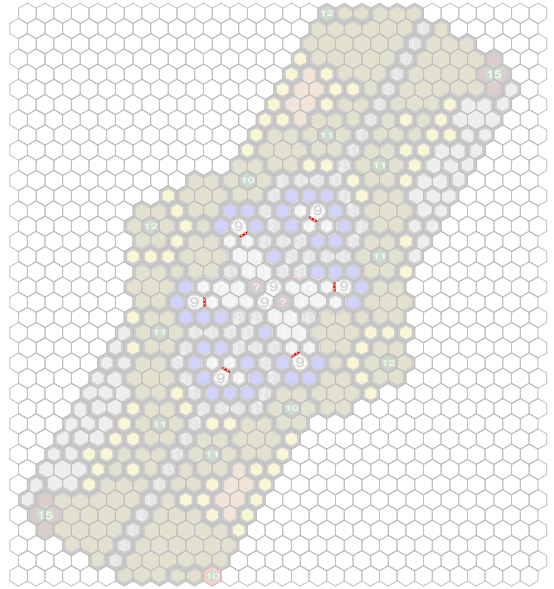
Level : 18



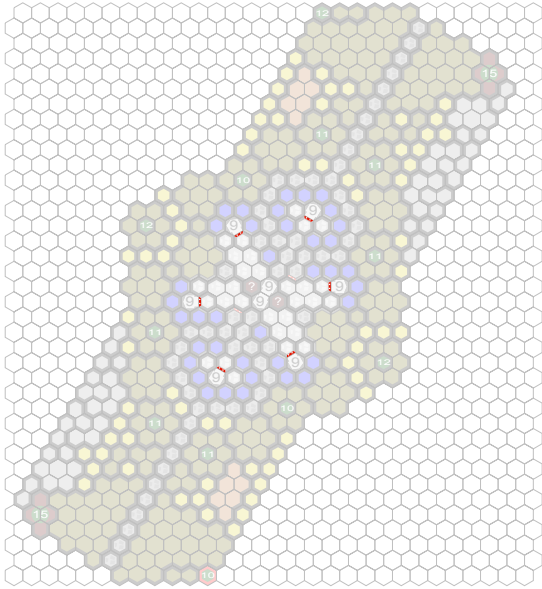
Level : 19



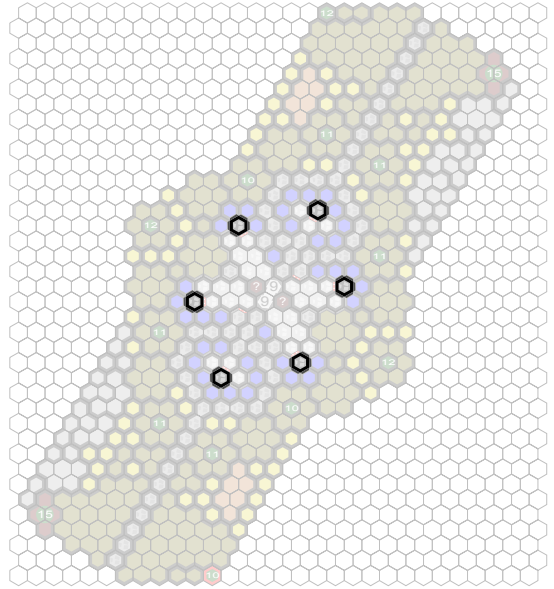
Level : 22



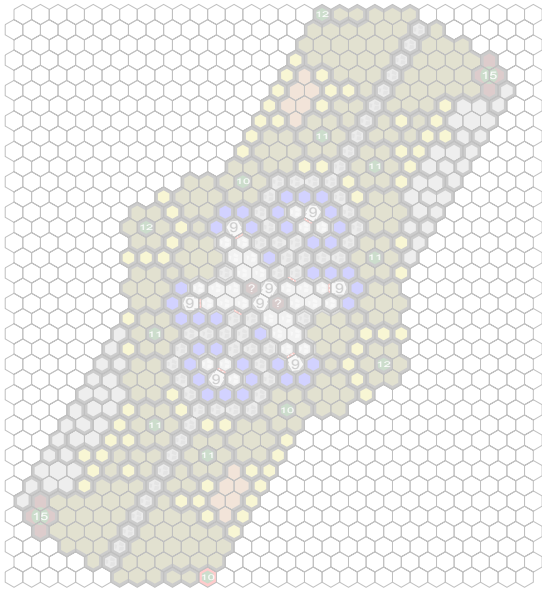
Level : 20



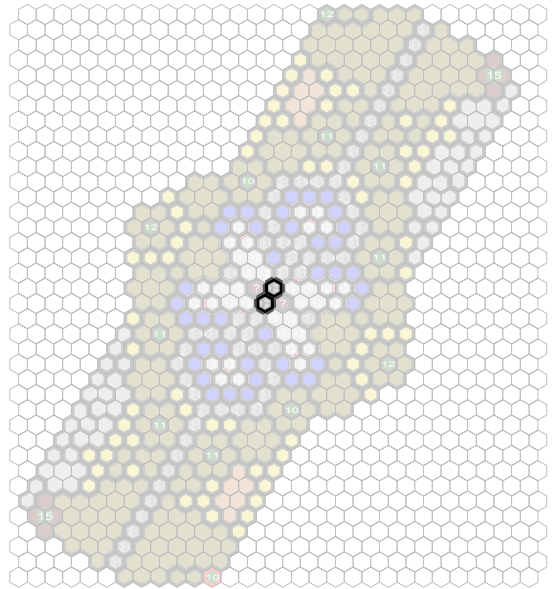
Level : 23



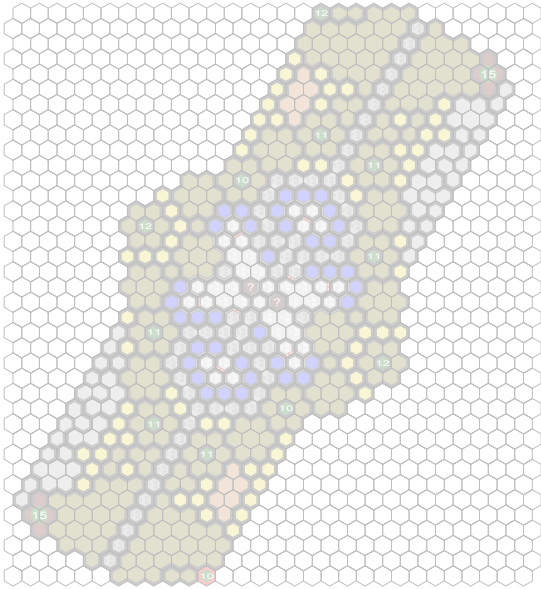
Level : 21



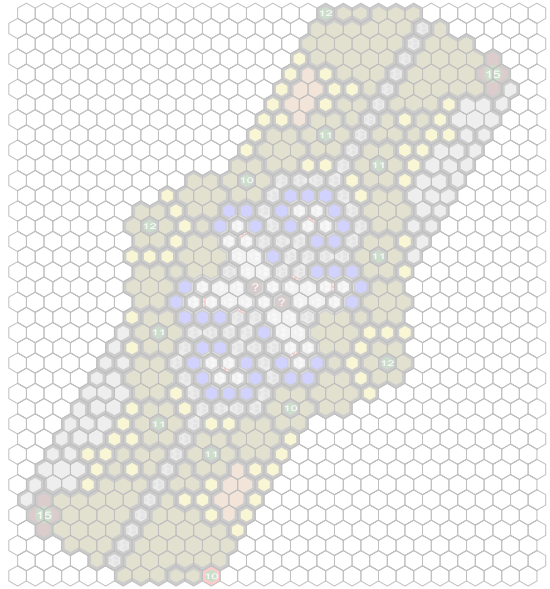
Level : 24



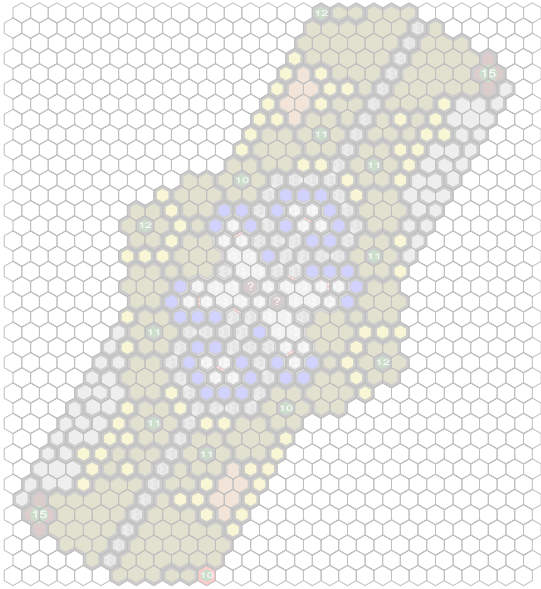
Level : 25



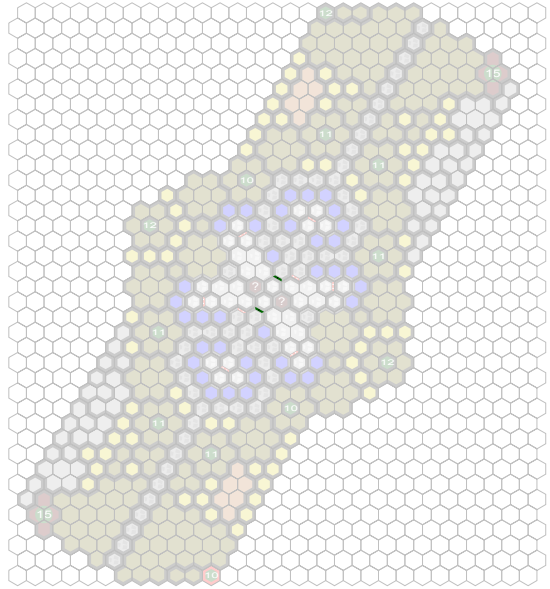
Level : 28



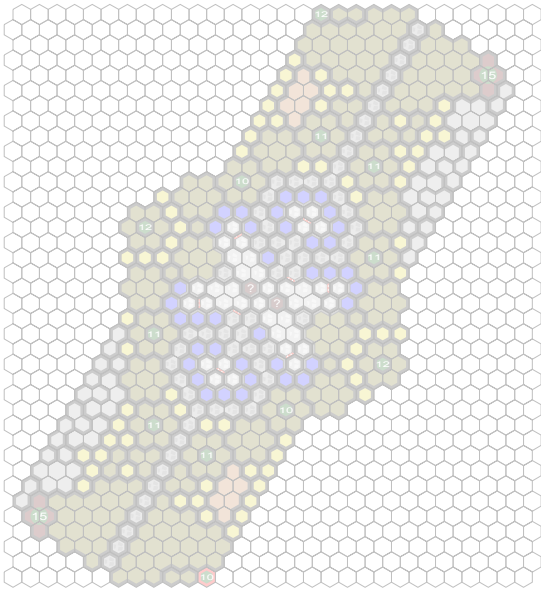
Level : 26



Level : 29



Level : 27



Number of player : 2-4

Size : 28.50x37.00 hex

Rock 1 : 14  
Road 1 : 24  
Tree 1 : 6  
ground castle 9 : 2  
Battlement : 98  
Swamp 2 : 4

Rock 2 : 8  
Road 2 : 24  
Tree 1 : 3  
Base corner : 16  
Ladder : 40  
Swamp 3 : 4

Rock 3 : 8  
Road 5 : 2  
Unknown glyph : 2  
Base end : 8  
Flag : 2  
Swamp 7 : 20

Rock 7 : 8  
Tree 4 : 2  
ground castle 1 : 42  
Wall corner : 16  
Swamp water 1 : 68  
Swamp 24 : 4

Water 1 : 58  
Tree 1 : 3  
ground castle 7 : 2  
Wall end : 8  
Swamp 1 : 4  
Hive 6 : 2

Die beiden Glyphen sind Schwebelifte, mit deren Hilfe man zur obersten Plattform oder wieder von dort herunter gelangen kann. Das Schweben wird wie Fliegen gehandhabt, kostet also keine zusätzlichen Bewegungspunkte.